Subject: 2 BRenBot Questions

Posted by rrutk on Fri, 24 Apr 2009 13:04:18 GMT

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## 2 BRenBot Questions:

1) How to automatically start modules on startup of the bot? I have to activate bhs, gamelog and ssgmlog always manually and they are deactivated after restart again.

2) Is there a way to keep the bot alive, if no players join in the game and the game is on standby? because there is no activity in the irc-channel/bot without players, i always got a ping timeout and the bot left the channel after 20 minutes.

Subject: Re: 2 BRenBot Questions

Posted by danpaul88 on Fri, 24 Apr 2009 13:46:49 GMT

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If those modules turn themselves off when the bot is restarted that means theres a problem with the configuration and they are automatically being disabled. In 1.52 modules in an error condition show up in orange in the !modules command, try checking the console to see what error messages are being given.

Subject: Re: 2 BRenBot Questions

Posted by rrutk on Fri, 24 Apr 2009 15:28:50 GMT

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- bhs showed up in RED
- gamelog and ssgmlog showed up in ORANGE
- if i activate bhs with "set bhs on", it showed up in GREEN
- if i activate gamelog with "set gamelog on", it showed up in GREEN
- after activation of ssgmlog it still showed up in ORANGE
- irc i got:
- "<VWMM\_Bot> 04 Warning: The FDS has not responded to the last two status requests, it may have gone offline.", but i'm able use commands for the fds.
- BRenBot shows up like this, BUT BHS.DLL is in RenegadeFDS/Server !!! I'm running Vistax64, Admin Mode.

My Config:

# BRenBot configuration file

```
#
# This is the main configuration file for BRenBot. It is recommended that
# you read the readme file before you start editing this. You should edit
# at least the ircAdminChannel and botName settings.
#-----
# IRC Settings
# General settings for the irc connection
#-----
# IRC server to connect to
IrcServer = irc.n00bstories.com
IrcPort = 6667
# Username for BRenBot to use in IRC
BotName = VWMM Bot
BotFullName = BRenBot 1.52 (Win32)
# IRC admin channel
ircAdminChannel = #rrutk2
ircAdminChannelKey =
# IRC public channel, leave channel name blank to disable
ircPublicChannel = #rrutk2
ircPublicChannelKey =
# Maximum characters per second to send to the irc.
ircCharsPerSecond = 8000
# Adds [BR] to the front of all IRC messages. Intended for compatibility
# with mirc bots which parse BRenBot messages and expect this to be there.
prefixIRCMessages = 0
# Shows team (F3) chat in the public irc channel. Only has an effect if
# you use the public channel and teammessages module is enabled.
showTeamChatInPublicChan = 0
#-----
# IRC Auth Settings
# Various methods to get your bot to authorise itself on IRC
#-----
# Enable auth via "Q" or "Nickserv" below. Sample input is shown.
Qauth = 0
Qusername = RenBot01
```

## Qpassword = mypassword

```
# NickServ authorisation. To use NickServ authorisation fill in the Nickservauth
# parameter as appropriate. Example: Nickservauth = identify botNickPass
Nickservauth = 0
Nickservname = Nickserv
# OPER authorisation, if you dont know what this is don't worry about it.
# Fill in the password and user paramaters to enable oper auth.
operAuthUser =
operAuthPass =
#-----
# Windows or Linux
# BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.
#-----
BotMode = WIN32
#-----
# Remote Admin Settings
# The next 3 lines should be the same info that is in your server.ini
# Note: Although it says "Linux" its the same for Win32 :-)
#-----
RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 4949
RenRemLinuxPassword = cencored
# FDS Installation
# Verify these paths are correct with your Renegade installation.
# Note: FDSLogFilePath must end with the trailing slash (as example below)!!
# Note: Linux users use forward slashes (/) in your paths.
#-----
FDSConfigFile = C:\Program Files (x86)\RenegadeFDS\Server\data\svrcfg_cnc.ini
FDSLogFilePath = C:\Program Files (x86)\RenegadeFDS\Server\
```

```
# Miscellaneous Settings
# Settings that dont fit under any of the other categories
# Every x seconds the bot will announce a random line from AutoAnnounceFile.
AutoAnnounceInterval = 300
# LadderLookup currently not working. Do not turn it on or it will hang the bot.
EnableLadderLookup = 0
# Set vehicle kick to 1 for Sniper servers
VehicleKick = 0
# Name of the BrenBot Executable, can have any file extension. Used by restart.exe
BRenBot Executable = brenbot.exe
# Forces all players to have bhs.dll (NOT RECOMMENDED)
Force bhs dII = 1
# Enable paging players with CMSGP instead of PPAGE. This causes pages to be green, which
# is generally more readable ingame, but has been known to cause crashes on the LFDS.
Enable_CMSG_Paging = 1
# Donate is tied to gamelog, because bhs.dll can crash the FDS if a player tries to donate
# to someone who has not finished loading the map. Enabling this means people will be able
# to crash your server!
Seperate_Donate_From_Gamelog = 0
#-----
# Voting Settings
# Settings for BRenBot's voting system
#-----
# Set this to 0 to disable voting, 1 to enable
VotingEnabled = 0
# How long votes should last, in seconds.
VotingPeriod = 60
# Enable / Disable the different types of votes here. 1 to enable, 0 to disable.
Voting_Allow_Change_Nextmap = 0
Voting Allow Gameover = 0
Voting Allow Kick = 0
```

```
# BR Configuration Files
# Filenames for other config files, you should not need to change these.
AutoAnnounceFile = autoannounce.cfg
Messagesfile = messages.cfg
ModeratorsFile = moderators.cfg
PresetsFile = presets.cfg
KickLogFile = kicklog.log
BanLogfile = banlog.log
MiscLogFile = misclog.log
# Automatic Recommendations
# Minimum score needed to get the end of game highest score recommendation
Autorec_Minimum_Score = 1
# Minimum kills needed to get the end of game most kills recommendation
Autorec Minimum Kills = 1
# Minimum k/d ratio needed to get the end of game best KD recommendation
Autorec Minimum KD = 0.1
#-----
# Moderator Setting
#-----
# Force moderators to register their username on BRenBot, so they have to !auth
# to get their moderator powers. Set to 1 to enable, 0 to disable.
Moderators Force Auth = 1
# Enables or disables all moderator sybmols. Set to 1 to enable, 0 to disable.
Moderators_Show_Symbols = 1
# Symbols for moderators, if enabled above
Moderators Temp Mod Symbol = +
Moderators Half Mod Symbol = %
```

```
# Enable or disable the join message for moderators and administrators
Moderators_Show_Join_Message = 1
#-----
# Gamelog Settings
# These settings only apply if the Gamelog module is enabled.
#-----
# These five settings control which messages are shown in IRC. Set to 0 to
# disable, 1 to show in admin channel only, 2 to show in both channels.
Gamelog_Show_Vehicle_Purchase = 1
Gamelog_Show_Crate_Messages = 1
Gamelog Show Kill Messages = 1
Gamelog_Show_Vehicle_Kill_Messages = 1
Gamelog Show Building Kill Messages = 1
# Shows vehicle stolen messages ingame. Set to 1 to enable, 0 to disable.
Gamelog_Show_Vehicle_Stolen = 1
# How many light vehicle kills are needed to get a recommendation
Gamelog Autorec Light Vehicle Kills = 8
# How many heavy vehicle kills are needed to get a recommendation
Gamelog Autorec Heavy Vehicle Kills = 5
# How many building health points need to be repaired to get a recommendation
Gamelog_Autorec_Building_Repair = 2000
# How many vehicle health points need to be repaired to get a recommendation
Gamelog_Autorec_Vehicle_Repair = 4000
#-----
# Gamespy Settings
# Settings to control the Gamespy broadcaster. See the readme for more details.
#-----
# Enable the GSA broadcasting system
Generate Gamespy Queries = 0
```

Moderators\_Full\_Mod\_Symbol = @ Moderators\_Admin\_Symbol = &

- # Query port for your server, which GSA uses to communicate with your server GameSpyQueryPort = 23500
- # Enable broadcasting to GSA, if disabled the server will not be listed on # the server lists. Also requires the gamespy\_players module to be enabled. Broadcast\_Server\_To\_Gamespy = 0
- # Your servers external IP GameSpy\_IP = 123.123.123.123

## File Attachments

1) brenbot.jpg, downloaded 661 times

Page 7 of 11 ---- Generated from Command and Conquer: Renegade Official Forums

```
BRenBot
BRenBot 1.52 build 1.
BRenBot is Copyright 2003–2007 by Blackhand Studios. All Rights reserved.
Unable to find either ssgm.ini, ssaow.ini or ssapb.ini! Some functions may not
 ork.
 Starting game status refresh thread...
bhs.dll libary not found.
Connecting to RenGuard...
Connecting to RenGuard...
Activating half-RenGuard mode!
Connecting to 70.84.132.90
Renguard session has started..
Starting up ssgm log follow thread.
Starting plugin admin
Starting plugin biatch
Starting plugin Prespect
 Starting plugin BRenBot
Starting plugin custom_commands
Starting plugin funsounds
  Starting plugin ipbot
 Starting plugin rank
Starting plugin seen
Starting plugin Server_Rules
 Starting plugin warnings
WARNING: No WOL or GSA Gameport found in server.ini! Bailing out of gamespy_play
 ers!
  IRC: Connected to irc.n00bstories.com.
 INC. Connected to iPernopastories.com.
IPBOT: Connected to ipbot master server.
WARNINGS PLUGIN :: Beginning to load list of disallowed words
WARNINGS PLUGIN :: Failed to open autowarn_words.cfg! Disabling automatic warnin
 Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Renewing wheel in 120 secs...
Connected to RenGuard.
Joining IRC channel #rrutk2...
Joining IRC channel #rrutk2...
Doining IRC channel #rrutk2...
Doing initial scan in 40 seconds..
IRC: VWMM_Bot joined channel #rrutk2
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
rrutk2@IRC 's permission: irc_op
Executing modules
rrutk2@IRC 's permission: irc_op
Executing set
 Executing set
rrutk20IRC 's permission: irc_op
rrutk2eTkC 's permission: irc_op
Executing modules
Looking for RenLog at C:\Programrenlog_4-24-2009.txt...
Renewing wheel in 120 secs...
Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...
ssgm logfile not found, renewing wheel in 120 secs...
rrutk2eIRC 's permission: irc_op
 Executing set rutk20IRC 's permission: irc_op
 Executing set
 Starting up ssgm log follow thread.
rrutk20IRC 's permission: irc_op
Executing modules
Executing modules

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...

Looking for RenLog at C:\Programrenlog_4-24-2009.txt...

Renewing wheel in 120 secs...

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...

Looking for RenLog at C:\Programrenlog_4-24-2009.txt...

Renewing wheel in 120 secs...

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...

Looking for ssgm logfile at C:\Programssgm_4-24-2009.txt...

ssgm logfile not found, renewing wheel in 120 secs...
```

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forgot: IRC window:

## File Attachments

```
1) brenbot1.jpg, downloaded 664 times
  commands.
[17:19] <@rrutk2> !modules
[17:19] -UWMM Bot-
[17:19] -UWMM Bot- autobalance
                                    autorecs
                                                                      donate
[17:19] -UWMM Bot- gamelog
                                    gameresults
                                                     gamespy players
  join messages
[17:19] -UWMM Bot- map settings
                                    new gi
                                                     pingresponse
 recommend
[17:19] -VWMM Bot- ssqmloq
                                    teammessages
[17:20] <VWMM_Bot> Warning: The FDS has not responded to the last two status
  requests, it may have gone offline.
[17:20] <VWMM_Bot> Warning: The FDS has not responded to the last two status
  requests, it may have gone offline.
[17:20] <@rrutk2> !set bhs on
[17:20] <VWMM Bot> Activated module bhs.
[17:20] (@rrutk2> !modules
[17:20] -UWMM Bot-
[17:20] -UWMM Bot- autobalance
                                    autorecs
                                                     bhs
                                                                      donate
[17:20] -UWMM Bot- gamelog
                                    gameresults
                                                     qamespy players
  join messages
                                                     pingresponse
[17:20] -UWMM Bot- map settings
                                    new qi
 recommend
[17:20] -VWMM_Bot- ssgmlog
                                    teammessages
[17:21] <@rrutk2> !set gamelog on
[17:21] <VWMM Bot> Activated module gamelog.
[17:21] <@rrutk2> !set ssqmloq on
[17:21] <VWMM Bot> Activated module ssqmlog.
[17:21] <@rrutk2> !modules
[17:21] -UWMM Bot-
[17:21] -UWMM Bot- autobalance
                                    autorecs
                                                     bhs
                                                                      donate
[17:21] -VWMM_Bot- gamelog
                                    qameresults
                                                     gamespy players
 join messages
[17:21] -UWMM Bot- map settings
                                    new qi
                                                     pingresponse
 recommend
[17:21] -UWMM Bot- ssqmloq
                                    teammessages
```

Subject: Re: 2 BRenBot Questions

Posted by danpaul88 on Fri, 24 Apr 2009 15:49:38 GMT

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Replace

FDSConfigFile = C:\Program Files (x86)\RenegadeFDS\Server\data\svrcfg\_cnc.ini FDSLogFilePath = C:\Program Files (x86)\RenegadeFDS\Server\

With

FDSConfigFile = C:\Progra~1\RenegadeFDS\Server\data\svrcfg\_cnc.ini FDSLogFilePath = C:\Progra~1\RenegadeFDS\Server\

1.52 cannot parse spaces in that path at the moment, so using the DOS name works around that.

The reason gamelog and bhs go green when turned on manually is because the manual switch on bypasses the normal checks that give the error condition. With ssgmlog the check still runs and puts it back into error mode.

Subject: Re: 2 BRenBot Questions

Posted by rrutk on Fri, 24 Apr 2009 16:08:32 GMT

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thx, works now! the modules are loading up.

but for vista it must be:

FDSConfigFile = C:\Progra~2\RenegadeFDS\Server\data\svrcfg\_cnc.ini

FDSLogFilePath = C:\Progra~2\RenegadeFDS\Server\

Subject: Re: 2 BRenBot Questions

Posted by rrutk on Fri, 24 Apr 2009 16:57:12 GMT

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but there is still the problem with the irc ping timeout after some minutes without activity....? i'm

Subject: Re: 2 BRenBot Questions

Posted by danpaul88 on Fri, 24 Apr 2009 19:18:02 GMT

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There should be no reason for the IRC to timeout unless the IRC server does not send the ping request to the bot for it to respond to...

Subject: Re: 2 BRenBot Questions

Posted by rrutk on Sat, 25 Apr 2009 12:02:54 GMT

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i dont get a timeout for my normal nick in IRC.

only the bot does.

the random announces doesnt work while waiting for players? otherwise it should keep the connection alive.

Subject: Re: 2 BRenBot Questions

Posted by danpaul88 on Sat, 25 Apr 2009 12:27:52 GMT

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The random announce is disabled if there are no players ingame. An IRC connection does not need any messages to be sent to the channel to stay active, there is a ping/pong system where the IRC server sends a ping to the client, and the client responds, which is exactly what BRenBot does. If it's timing out that suggests that either the ping request is not being sent, it's being lost en route, or the pong response is getting lose en route (ie: bad connection).